

The Dreamer of the Dunes

The Monster of the Oasis by Andrew Wright

Wahat AlWahsh واحة الحش

DREAMER OF THE DUNES:
Appears as a normal oasis, fringed with date palms, but approaching closer will reveal a weird blue ectoplasm instead of water, beneath which are giant teeth! The oasis is also full of bones, and haunted by 2-7 Hyenas or Jackals (as per Wolves). A further 2-12 sensory tentacles are hidden in the sand nearby and will also attack when a victim awakens the gnashing jaws!

SENSORIUM:

Electrical discharge: cause 1HP damage to metal armour wearers.

GULLET:

Test vs Reflexes or slip into the Stomach.

DROOL GLAND:

Mild acid: lose 1HP per 5 minutes here.

BILE DUCT:

Medium acid: lose 2HP per 5 minutes here.

BREATHING CHAMBER:

Infested with 1-8 Wind Mites (as per Sentinel Crabs). Test vs Reflexes to stay on feet.

STOMACH:

Contains 2-7 partially digested remains of previous victims, plus anything they were carrying. Also present are 1-4 Parasitic Worms (as per Pythons). Strong acid: lose 3HP per 5 minutes here.

HEART:

Test vs Strength or be crushed by muscle walls for 3HP damage.

EGG CHAMBER:

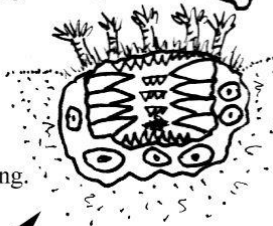
Full of 4-24 eggs, each of which counts as 1 item for Encumbrance. Each egg is worth 10-60 Florins to the right Sorcerer or anatomist.

BOWELS:

Infested with 2-7 more Parasitic Worms. Leads to an excretion pit near the oasis, where 2-7 Vultures lurk (as per Giant Eagles).

NYMPH STAGE:

- Big and mobile.
- Stats as per a **Giant Scorpion**.
- Shoots *acid* (d6, 3) from tail instead of sting.
- Bite (d8, 8) instead of Pincer attack.



ADULT STAGE:

- Sedentary and buried under sands at oases.
- Full picture on previous page; numerical stats are to the right >

LIFE CYCLE

As studied by
Erasmus
of Tamor



LARVA STAGE:

- Mostly harmless.
- Wind-dispersed to new oases.
- Stats as per a **Tarantula**.



EGG STAGE:

- Largely dormant.
- Worth 10-60 Florins to the right Sorcerer, alchemist or anatomist.

THE DREAMER OF THE DUNES

ATTACK 25, Bite (d12, 8),
also 2-12 Tentacles (d6, 4, 10HP each)

DEFENCE 15

MAGICAL DEFENCE 10

Health Points 4d6 +40

Rank-equivalent: 17th

AF 4

Movement: 0m (0m)

EVASION 0

STEALTH 5

PERCEPTION 14

Notes: The Dreamer of the Dunes is a gargantuan ambush predator that lurks at oases from the Azure Coast to the Kaikuhuran Desert. Known as *Wahat AlWahsh* by the Badawin nomads, these creatures consume anything that comes within range: camels, antelope, donkeys, goats, baboons, and of course people.

On a roll of 1 or 2, the creature has swallowed its victim; they take damage as per normal and are deposited in the creature's stomach. Intriguingly, the internal organs of the beast are mildly bio-luminescent; some scholars consider this evidence that marine versions of the monster are also likely to exist.

ADVENTURE SEED: Sayfuldin the Shadow, renegade Marijah Assassin from Hakbad, has thrown his lot in with the **Cultists of the Goddess of Ebon Annihilation**, recent arrivals from Zinj, to the east. In a bid to start a low-level turf war with the Marijahs across the backstreets of **Hakbad**, the Cultists paid Sayfuldin to steal the **formulas** of many of the **Marijah's alchemical compounds**. The thief succeeded, and fled Hakbad, travelling across the desert for a rendezvous at the **Oasis of Khatar**, a noted place of ill-repute (and thus quiet).

Unfortunately, both Sayfuldin and the Cultist's agent have since disappeared and the PCs have been hired by the Cultists to travel to the oasis and find out what has happened. (The Cultists themselves cannot leave the city for fear of rousing suspicion, and it would weaken their numbers somewhat). Of course, the Oasis of Khatar is actually a **Dreamer of the Dunes**, and both Sayfuldin and the Cultists agent may be found within the beast's vast internal tract. It is up to the GM to decide exactly the whereabouts of the two and whether they are dead or alive. Meanwhile, the **Marijah Assassins** have discovered the theft and sent their own team of specialists to the oasis to capture Sayfuldin and recover the stolen formulas.

Complicating matters further is the fact the oasis (owing to its monstrous inhabitant) is scried upon regularly by a cell of **Fire Magi of Faresh**, who have also embarked on a mission there to investigate all the activity, led by the noted adventurer, **Mhyse of Chaubrette** (see *Friends or Foes*, p. 39)! How the PCs navigate all this internecine carnage while also dealing with the Dreamer of the Dunes and its attendant symbiotes and parasites, is entirely up to them. They may play it straight and recapture Sayfuldin and the formulas for the Cultists, or they may ransom them back to the Marijahs to curry favour with the more powerful sect, or they may even keep the formulas for themselves!

Note: The Dreamer of the Dunes first appeared in 1985, in the fifth *Golden Dragon* gamebook, *Curse of the Pharaoh* by Oliver Johnson, where it was called the Oasis Monster.